VISIT…

THE TREASURE OF THE BLACK VEILS

A short adventure for four 7th- to 9th-level player characters

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Nearly 50 years ago, there arose in the fen country a bandit group known as the Band of the Black Veils. They were so named for their habit of hiding their faces behind black cloth coverings. Their leader was a mysterious woman of human height but uncertain heritage. She had a cunning mind and great charisma. Her black veil hid most of her face, showing only her eyes, which glittered with cold fire like two diamonds. Rumors about the Black Veils' leader abounded: "She is a medusa," said some. "She is a half-fiend," said others. "She is a half-fiend medusa," said still others.

In fact, she was a human named Mollie McTynker, a local girl who simply used the veil to disguise herself. Even while leading the band, she lived in the town of Fiore, appearing as nothing but a pretty lass with many suitors. While in her everyday guise Mollie learned much of use to her as a bandit leader, such as which merchants were shipping what goods, and where, and when the law was hunting the bandits.

The Band of the Black Veils grew bolder with every success until at last its members were able to sack and usurp the Ramshorn Abbey, a prosperous enclave of cloistered holy folk living on land reclaimed from the fen. The Band of the Black Veils attacked the abbey, drove out the residents, and took over. The bandits broke up the system of dikes and ditches that had drained the fen and held back its waters, and soon the abbey stood on an island, a formidable fortress.

Mollie McTynker moved to the island, but by that time she had recruited many of her own relations in town to act as her spies. The band became more wealthy and powerful than ever.

The band's power was not destined to last, however. The bandits made many enemies when they sacked the abbey, and soon word of their depredations reached the ears of the mighty. Barely six months after the fall of the Ramshorn Abbey, a royal army routed the bandits. Mollie McTynker was killed along with most of her lieutenants. Only a handful of bandits escaped into the fens. In Fiore and the surrounding towns, Molly's ring of informants was rooted out. Most of the band's spoils were recovered, but rumors of hidden treasure quickly surfaced.

Today, the citizens of Fiore say the spirit of Mollie McTynker still haunts the ruins of the abbey church, and that on moonlit nights one can see her diamond-bright eyes gazing upon the spot where her treasure lies.

PREPARATION

You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*® to use this adventure.

Shaded text that appears throughout this adventure is player information, which you may read aloud or paraphrase when appropriate. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *Monster Manual* is referenced.

THE RUINS TODAY

The ruined abbey has not been restored, and nearly all its lands and buildings have sunk back into the fens. The ruins lie a mere 10 miles from the town of Fiore, but the locals seldom visit the place because trolls and other swamp dwellers infest the fens. Further, the area has an evil reputation as a place where the restless dead walk.

Recently, however, the legend of Mollie McTynker's lost treasure has resurfaced, and lights have been seen across the fens at night. Further, several groups of passing adventurers have visited the ruins and returned with tales of gold and jewels. Several of these folk swore to return to the island where the ruins of the abbey church lie, but they were never seen again.

EVIL IN THE RUINS

The ruins of the abbey have long been a haunt for trolls and will-o-wisps. Recently, however, the spirit naga Puhrjan has taken up residence there after meeting and slaying Molly's sole surviving lieutenant, a halfling called Fernglow. There is still a treasure hidden in the abbey ruins, and Fernglow held the key to it; see the description of abbey's library (area 6). Puhrjan was able to wring the truth out of Fernglow and has since claimed the ruins as his private hunting ground.

The naga has enlisted the aid of two will-o'-wisps to recreate the legend of Mollie McTynker's treasure, and he has used his *charm person* ability to spread rumors of treasure in the ruins. Puhrjan's victims are the folk who claimed to find treasure on the island. From time to time, they appear in Fiore, then make their way again to the ruins, where they are killed.

Puhrjan keeps any treasure his victims may have, while the will-o'-wisps feed upon the victims' dying energies.

GETTING THE PLAYER CHARACTERS INVOLVED

Most PCs don't need much encouragement to go treasure hunting. If they require further impetus, try using one of these adventure hooks:

- The PCs are passing through Fiore and hear the legend of Mollie McTynker's treasure. If they seem skeptical, the locals show them the two points of light that hang over the fens at night. *The two points of light are actually will-o'-wisps, see the belfry (see area 1).*
- The PCs find a treasure map, showing the ruins. A note on the map says: "Seek the treasure of Mollie McTynker where her fiery gaze points." *This is a reference to the treasure vault hidden under the abbey library (area 6).*
- The PCs are asked to investigate the disappearance of one of Puhrjan's most recent victims (or perhaps they know the missing person themselves). *The trail of the missing person leads the PCs to Fiore, where the individual is remembered as one who vanished after talking of treasure.*

FIORE

Fiore is the natural jumping-off point for any expedition to the abbey ruins.

♛ **Fiore (Small Town):** Conventional; AL N; 800 gp limit; Assets 38,200 gp; Population 955; Mixed.

Authority Figure(s): Mayor Sayrin McLean, female human Exp 8.

Important Characters: Guard Captain Cyril Bardson, male human Ftr 7; Nymrel, female half-elf Drd 7.

Others: Guards (9), human and dwarf War5.

Notes: Fiore is a mixed community of farmers and merchants. A few locals fish, hunt, and harvest other goods from the neighboring fens, but all steer clear of the abbey ruins. The town lies astride a major road and receives a steady stream of visitors. Residents are a hard-working lot, not apt to lose their heads over wild tales of lost treasure. The story of the Band of the Black Veils is well known. The period of the bandit raids is regarded as a time of grave misfortune, and the townsfolk are glad it is well behind them.

CHARACTER INQUIRIES

Characters wishing to gain more information about the Band of the Black Veils can do so in several ways.

The average citizen of Fiore can provide the following information in response to questions:

- "Everyone in the Band of the Black Veils has been dead and gone for fifty years."
- "The leader of the bandits was Mollie McTynker. She pretended to be a local girl, but she was probably some kind of demon spawn. It's a fact that young men who gazed into her eyes would do anything for her."
- "Her whole family was cursed. Eventually we ran 'em all outta town, 'cause we don't have no truck with the likes of demons around here. Sure enough, they all went out to the swamp to join her band."
- "Silly folks insist that there's still a treasure out there in the abbey. She was the type to keep part of her money secret even from her friends and family. But no one's ever found anything out there except snakes, biting flies, trolls, and corpses of stupid treasure hunters."
- "Oh yes, her ghost is still out there. You can see her eyes at night, hanging over the fen. The silly adventurers who've gone out there thinking they'll find her treasure have all died 'cause they looked into those eyes and she made 'em jump in the water and drown themselves. The only way to get near those eyes safely is to go up with your own eyes closed."

Gather Information

If the PCs spread around a little gold and make a successful Gather Information check (DC 15), they can learn all of the above, plus they get an account of the antics Puhrjan's victims performed in town (as noted earlier, the naga occasionally primes the pump by sending a charmed victim into town to talk about finding treasure):

"The last folks that went out there looking for Mollie's treasure came back a day or so later claiming they'd found it. They said it was right there where those floating eyes of hers were looking, in a water-filled chamber. They had some nice-looking gems with 'em, as well as enough gold to keep a family alive for about a year. Said they had to hire some horses and wagons to get the rest, cause there was too much to carry out by themselves. But they didn't come back . . . we haven't seen 'em for about three weeks now."

Bardic Knowledge

A successful Bardic Knowledge Check (DC 20) reveals the following:

- The Band of the Black Veils consisted of about 100 bandits at its height. Their leader was Mollie McTynker, a local girl gone bad.
- At the height of their power, the Black Veils occupied Ramshorn Abbey, near the town of Fiore. There Mollie McTynker hid the band's choicest loot in a secret vault.
- Less than a half-dozen bandits escaped the collapse of the gang. One of Mollie's lieutenants, a halfling named Fernglow, was among the fugitives. It is likely that Fernglow took the secret of the vault with him.
- Legend says that the eyes of Mollie McTynker will forever gaze at the spot where her treasure lies. At the exact spot where the lights from her eyes converge is a flat stone that covers the entrance to her treasure vault.

Druid

The local druid, Nymrel, can relate everything the townspeople know. She also can add the following:

- "The fens are steadily reclaiming the site of Ramshorn Abbey. This is not altogether a bad thing, but visitors to the ruins should beware of hunting packs of lizardfolk, trolls, and undead."
- "The lights over the abbey ruins are most likely some kind of natural phenomenon. Marshlights are seen all over the fens at different times of the year."

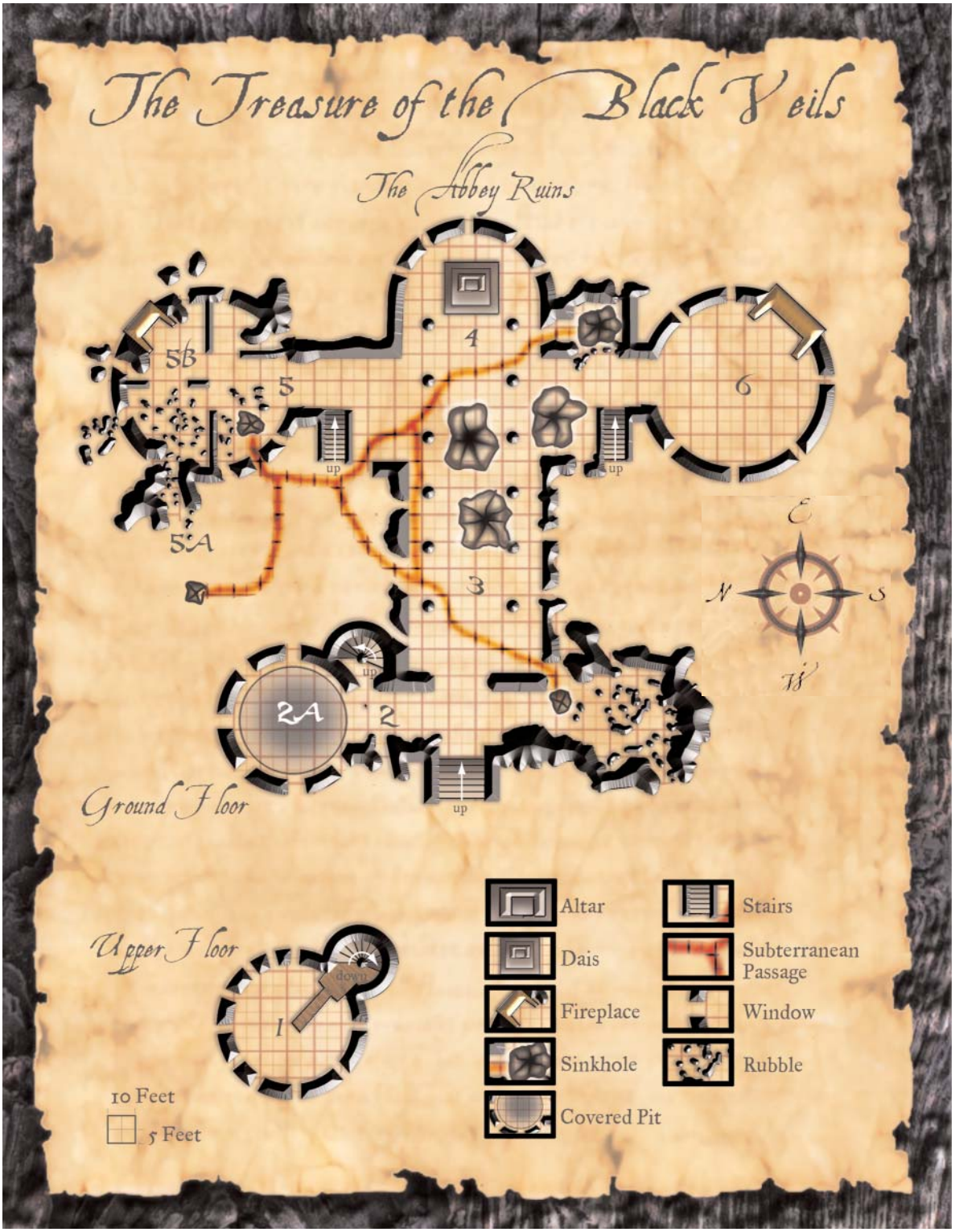
THE ABBEY RUINS

Nothing remains of the abbey's fields and vineyards, and the only portion of the abbey's extensive complex of buildings that still stands are the ruins of the abbey church, which stand on a low island in the fen. The tree-covered island measures only some 100 yards across.

As noted earlier, the residents of Fiore know its location but shy away from the place.

Features of the Ruins

The ground floor of the abbey church and one bell tower are all that remains today. The whole place is covered with rubble and overgrown with ivy. Most of the roof is gone, and the crypts below have largely collapsed and been filled in with mud from the fens and debris from the upper works of the church. The remains of ground floor stand about 5 feet above the surrounding earth. It an easy thing, however, to jump or climb up, either via staircases leading up from the ground or by climbing the lower walls.



The following features are common in these ruins:

Ceilings: Except in areas where the roof is intact (these are noted in the text) there are no ceilings at all. Roofed areas have water-stained plaster ceilings about 12 feet above the floor.

Floors: The abbey church's smooth stone floors have buckled and cracked as the building slowly collapsed. They are extremely uneven, with many bumps and cracks; running or charging across these floors is impossible.

Light: During they day, sunlight illuminates the ruins fairly well, except where noted otherwise. After sundown, the ruins grow as dark as the surrounding night.

Rubble: In some areas, the floor is littered with loose masonry debris. Bipedal creatures are limited to half speed in these areas unless they are Huge or larger.

Sinkholes: Openings in the ground formed naturally as the ruins collapsed. As a rule, they measure about 6 feet wide and 12 to 18 feet deep. Their walls are fairly easy to climb, since they are lined with broken masonry (Climb DC 5), but they lead nowhere unless they connect to a subterranean tunnel

Subterranean Tunnels: Puhrjan discovered and enlarged the cramped passages under the ruins. They are less than 2 feet across and impassible to creatures of Small size or larger, though snakelike creatures (such as Puhrjan) of up to Huge size can navigate them.

Walls: The walls, like the floors, are badly cracked and falling down. They're also damp and often covered with ivy. They are made of masonry at least a foot thick. These walls have Climb DCs of 15. They are anywhere from 7 to 9 feet high in roofless areas, and 12 feet high or more in areas where the roof remains intact.

Reinforced Masonry Wall: 12 in. thick; Hardness 8; hp 360; Break DC 45.

1. Belfry

This circular chamber is a collection of bare beams and rafters, with nothing but empty space below. An arcade of narrow, empty arches (each no wider than a human boy's shoulders) leaves the chamber open to the elements, as do a few holes in the roof here and there. One arch leads to a spiral staircase of rain-slick stone curving down.

A rickety catwalk leads from the top of the spiral staircase to the chamber's center, where it ends in midair. Above the catwalk, farther up than a tall human can reach, is a structure of exceptionally heavy beams radiating out from a central hub like a colossal wagon wheel. Massive bronze hangers, green with age, adorn the spokes of the wheel. Chimes and small bells dangle from some of the hangers, but most are empty.

Ivy growing on the tower's exterior has invaded this chamber, festooning the walls and beams with leafy green.

This chamber once housed the bells for the abbey's church. Most of the bells are long gone, stripped away by the bandits who sacked the abbey.

The ivy grows in here naturally. Creatures of Tiny or smaller size can pass freely though the arches ringing the chamber. Creatures of Small or Medium-size can squeeze through as a move-equivalent action.

Puhrjan, with assistance from charmed victims, has converted the belfry into a deadly trap.

Net and Pit Trap: CR 6; mechanical; location trigger; repair reset; Reflex saving throw (DC 20) avoids; 60 ft. drop (6d6 subdual, fall plus 1d6 subdual, weighted net); multiple targets (all in chamber); pit bottom trap; Search (DC 20); Disable Device (DC 25). *Market Price:* 10,800 gp.

Notes: A large net hangs from the beams, concealed by the ivy. Anyone weighing more than 15 lb. who walks on the catwalk triggers the trap. Another trigger cord lies concealed atop the beams near the chamber's center.

When the trap is triggered, a net large enough to fill the entire chamber, weighted with 5,500 lb. of stones tied along the edges, falls from the rafters. Anyone under the net must make a Reflex save (DC 20). Those who fail become entangled in the net and are dragged downward along with it. Success indicates that the subject has managed to evade the net or hold onto something (or both), so as to avoid being dragged down.

The circular net has a slit that allows it to drop past the catwalk without snagging on it; a pleat in the net catches and entangles creatures on the catwalk.

Creatures entangled in the net drop 40 feet to area 2, where they break through the pit cover and drop another 20 feet to the water in area 2A. The impact of the net inflicts 1d6 points of subdual damage and the subsequent fall inflicts 6d6 points of subdual damage.

Any creature entangled in the net also suffers a –2 penalty on attack rolls and a –4 penalty to effective Dexterity. The entangled creature can move only at half speed and cannot charge or run. Unless the entangled creature can drag 5,500 lb., the net's weights holds it immobile. If the entangled creature attempts to cast a spell, it must first succeed at a Concentration check (DC 15).

The entangled creature can escape with an Escape Artist check (DC 20) made as a full-round action. The net has 10 hit points and can be burst with a Strength check (DC 30, also a full-round action).

The net is useful only against creatures between Tiny and Large size, inclusive.

Creatures: Two will-o'-wisps lurk here.

Will-o'-wisps (2): hp 40 each, see the *Monster Manual*, page 183.

Tactics: As the moon sets each night, the wisps simply hang outside two of the arches on the east side of the chamber and glow, thus masquerading as the "eyes" of Mollie McTynker. They become invisible and retreat into the network of beams when they note anyone approaching the belfry or entering area 2. If the interloper does not trigger the trap, the wisps trigger it themselves (by severing the trigger cord with an electrical zap). They attack anyone who evades the trap.

During the day, the will-o'-wisps hide among the beams, invisible. One dozes while the other keeps watch. If anyone enters the belfry, they follow the tactics noted above, except that one wisp rings the bells and chimes remaining in the belfry to raise the alarm.

In a fight, the wisps attack the foe who seems weakest first, though they use their Dodge feat against the most formidable-looking foe or the one who seems to hit them the most readily. Remember that most spells prove ineffective against will-o'-wisps.

The will-o'-wisps relish their recent successes, but they know when to quit. They become invisible and flee if reduced to 10 hit points or less, unless they face only a single foe at that time.

Development: If the party comes here at night, Puhrjan, the spirit naga in area 5, notices the lights going out and investigates. Likewise, the naga notices when bells or chimes ring in the belfry. The naga usually sends his bat familiar to investigate disturbances here, as noted in the description for area 5A.

2. Tower Ground Floor

A mound of old leaves, twigs, and bits of stone covers the floor in this circular chamber. Here and there, bits of crystal glitter in the debris—probably shards of glass from the chamber's broken windows, which are now blacked by masses of ivy. Just to the right of the chamber's entrance, a closed stairwell with a stone spiral staircase leads up.

Though it's dark here, light filtering down reveals the remains of a wood-and-plaster ceiling some 12 or 15 feet above the chamber floor. Beyond that, only stone walls are visible, rising a good bow shot up to a network of wooden rafters high above. The only apparent opening in the staircase (besides the one here on the ground floor) seems to be at a catwalk just below the beams.

This chamber originally served as the bell-ringing chamber. Many ropes and cords hung down from the belfry, 40 feet above, through a false ceiling, and dangled here.

When Mollie McTynker's bandits took over the abbey, they broke loose the larger bells and let them fall, destroying the ceiling here. They sold most of the smaller bells and broke up the larger ones for scrap.

Today, one can look from here all the way up into the belfry (area 1). At night, light comes from the will-o'-wisps in the belfry. By day, sunlight shines down through the open ceiling.

Trap: This chamber is not as innocent as it seems at first glance. Puhrjan has used the labor of many charmed victims to excavate the floor, leaving it open to the flooded crypt below (area 2A) A lattice of ivy branches covered with dead leaves and small bits of debris from the ruins has converted the chamber floor into a pit trap

Covered Pit: CR 2; mechanical; location trigger; repair reset; Reflex saving throw (DC 20) avoids; 20 ft. deep (2d6 subdual, fall); multiple targets (all in chamber); pit bottom trap; Search (DC 20); Disable Device (DC 20). *Market Price:* 1,600 gp.

Notes: Any weight of 15 lb. or more collapses the cover, dumping the victims 20 feet into area 2A. The fall inflicts 2d6 points of subdual damage, but the victim plummets into the deep water in area 2A. Characters already entangled in the net (see area 1) when they fall into this pit are not entitled to saving throws to avoid it.

Creatures: No creatures live here, but the will-o'-wisps in area 1 keep watch.

Tactics: The will-o'-wisps drop the net in area 1 onto anyone they notice poking around below. Characters in this chamber when the net falls must success at Reflex saves (DC 20) or become entangled in the net, which drags them into the pit. The impact of the net and the fall inflict a total of 3d6 points of subdual damage.

Development: If the will-o'-wisps in area 1 notice anything going on down here, they signal Puhrjan in area 5 by "blinking" or by ringing the chimes in the belfry.

2A. Tower Pit

This area once served as part of the crypts below the abbey church. It is now isolated from what remains of the crypts (thanks to the building's general collapse) and flooded to a depth of 10 feet. The surface of the water is 20 feet below the pit cover. This area serves as the bottom of the net and pit trap in areas 1 and 2.

Flooded Pit: CR 5; mechanical; location trigger; automatic reset; multiple targets (all in pit); never-miss; onset delay (0 rounds); water; Search (DC 20); Disable Device (DC 20). *Market Price:* 12,500 gp.

Notes: Characters who fall into the deep water here while entangled in the net from area 1 immediately sink to the bottom. They must escape the net before they can swim to the surface. Escape Artist checks made underwater are at a –2 penalty to the DC (see area 1) unless the character is under a *freedom of movement* effect.

The bottom of the pit is littered with bones (the remains of past victims), and perhaps even a bloated corpse or two. If the PCs set out to find a missing person (see "Getting the Player Characters Involved,"), this is where they find the character's remains.

3. Large Sinkholes

Gaping holes mark places where the upper works of the old abbey church have collapsed into the flooded crypts below. The three sinkholes drop 20 feet to an underground pool that is connected to the surrounding fens. There's nothing here now, but a Search check (DC 20) reveals a few slimy footprints.

The bog mummies from area 4 made the footprints. They use the sinkholes to move between the ruins and the fens. Once the group locates these prints, characters with the Track feat can follow the trail to area 4 (Wilderness Lore check DC 20).

4. Ruined Altar

The remains of the church's altar, despoiled when Mollie McTynker's bandits took over the abbey, still stand on a dais here. The altar itself has been thoroughly smashed, and its shards are now festooned with toadstools. The roof overhead is largely intact.

Creatures: Several bog mummies always lurk near the altar. They are the remnants of brothers of the abbey killed during the bandit attack and thrown into the fens. One of Molly's henchmen later exhumed the bodies and turned them into undead.

Bog Mummies (4): hp 45, 42, 41, 40. These creatures are identical to the mummies described in the *Monster Manual*, except that they are immune to fire rather than vulnerable to fire. (Assume a CR of 4.)

Tactics: The mummies usually lurk behind (east) of the altar and shamble out to attack anyone who comes within 20 feet, except for Puhrjan, the naga from area 5.

Development: Puhrjan contrives to get a good look at the mummies each day, so that he need not fear their despair power in the event that he has to pass by this area in a hurry. The mummies, for their part, have long since ceased to regard the naga as an enemy.

5. Puhrjan's Chambers

These areas once served as the abbot's lodgings and later as quarters for Mollie McTynker and her lieutenants. The rooms are roofless today (except for area 5B), with floors covered with rubble and ivy vines.

5A. Puhrjan's Lookout.

The piles of rubble here provide Puhrjan with an excellent lookout post.

Creatures: Each night, Puhrjan and his familiar, Imray, hunker down in the rubble here to keep watch on area 1.

Puhrjan: Spirit naga Sor1; CR 10; Large aberration; HD 9d8+36 plus 1d4+4; hp 82; Init +1; Spd 40 ft.; AC 16, touch 10, flat-footed 15; Atk +9 melee (2d6+6 plus poison, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA charm gaze, poison; SQ bat familiar, darkvision 60 ft., empathic link with familiar, share spells with familiar; AL CE; SV Fort +7, Ref +6, Will +11; Str 18, Dex 13, Con 18, Int 16, Wis 17, Cha 17.

Skills and Feats: Climb +4, Craft (trapmaking) +7, Concentration +13, Hide –3, Listen +15, Scry +4, Spellcraft +10, Spot +15; Alertness, Lightning Reflexes.

Poison (Ex): Bite, Fort DC 18, primary and secondary damage 1d8 temporary Constitution.

Empathic Link (Su): Puhrjan can communicate telepathically with his familiar at a distance of up to a mile. He has the same connection to an item or a place that his familiar does.

Share Spells: Puhrjan may have any spell he casts on himself also affect his familiar if the latter is within 5 ft. at the time. He may also cast a spell with a target of "You" on his familiar.

Sorcerer Spells Known (6/7/7/6/3; base DC 13 + spell level): 0—*arcane mark, dancing lights, detect magic, flare, ghost sound, mage hand, read magic, resistance;* 1st—*burning hands, shield, shield of faith, true strike, unseen servant;* 2nd—*glitterdust, see invisibility, spiritual weapon;* 3rd—*flame arrow, haste;* 4th—*unholy blight.*

Equipment: *Headband of intellect +4,* two *potions of fly,* two *potions of cure moderate wounds,* two *potions of invisibility.*

Imray, Bat Familiar: CR —; Diminutive magical beast; HD 1; hp 41; Init +2; Spd 5 ft., fly 40 ft. (good); AC 17, touch 16, flat-footed 15; Atk —; Face/Reach 1 ft. x 1 ft./0 ft.; SQ blindsight, improved evasion, share spells with Puhrjan, empathic link with Puhrjan; AL CE; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4.

Skills: Hide +10, Listen +12, Move Silently +9, Spot +12.

Blindsight (Ex): "Sonar" with a 120 ft. range. Adds +4 to Spot and Listen checks (already included in the skill numbers above). Negated by *silence* (in which case it can see 10 ft.).

Tactics: Puhrjan begins each night by carefully hiding himself in the rubble. Through long familiarity with the area, he receives a +8 circumstance bonus to the check. He always takes 10 on the check, giving him a Hide score of 15. Imray hides nearby and has a Hide score of 28.

If he notices anything going on in area 1, Puhrjan casts *shield of faith* on Imray and sends the bat for a closer look. Meanwhile, he casts *shield of faith* on himself.

When Imray arrives at area 1, he takes a peek through one of the holes in the roof. If it seems that the will-o'-wisps in the area have things well in hand, Imray settles down to watch the fray. If not, the bat hurries back to his master.

Before joining any fight, Puhrjan casts *shield* on himself, which he shares with Imray if he can. Then he casts *haste* on himself and any allies he can fit within the effect (usually just himself and Imray), and then *see invisibility* with the free action he gets from the *haste* spell. With all three spells effective, Puhrjan's Armor Class is 30 (touch 24, flat-footed 29) and Imray's Armor Class is 31 (touch 30, flat-footed 29). If attacked from a direction their *shield* spells don't cover, both creatures' Armor Classes drop by 7 points: Puhrjan's Armor Class becomes 23 (touch 17, flat-footed 22) and Imray's Armor Class becomes 24 (touch 23, flat-footed 22).

In battle, Puhrjan's favorite attack spell is *spiritual weapon* (the spell's attack bonus is +6/+1, the effect resembles a pair of snakelike jaws that deal 1d8 points of damage, they threaten a critical hit on a roll of 20 and double damage on a critical hit). However, Puhrjan often uses *glitterdust* on a group of foes first. He usually aims his *spiritual weapon* attacks at spellcaster or other lightly armored foes, saving his *flame arrow* spells (fiery bolt version, two bolts) for heavily armored foes.

If at all possible, Puhrjan fights at a distance, although his *charm* gaze is a potent weapon when foes come close enough to be affected. If necessary, he uses the system of subterranean tunnels that runs under the ruins to get into position for an attack. (He knows the tunnels and the sinkholes they connect well enough to get a +2 circumstance bonus on any Climb check he makes to get into or out of a sinkhole.) If that doesn't work, he uses one of his *potions of fly*.

If seriously threatened, Puhrjan withdraws to the nearest sinkhole and vanishes into a tunnel, where he drinks a *potion of cure moderate wounds* and a *potion of invisibility* before emerging to continue the attack.

Unlike his will-o'-wisp allies, Puhrjan doesn't know when to quit in battle. His long run of recent successes and his sheer greed make him determined to fight to the death, and he will do so, though not foolishly. Whenever possible, he uses his speed and spells to keep up the assault from a safe distance. When maneuvering during a fight, he'll try to draw foes toward the trap in areas 1 and 2 (if it has not already been triggered) or toward the mummies in area 4.

5B. Puhrjan's Lair

This chamber has a mostly intact roof and a working fireplace. The chamber contains a loose nest made from twigs and marsh reeds and a stack of firewood.

Creatures: Puhrjan snoozes here during the daylight hours, curled up in front of a low fire, while Imray flits about, watching for trouble.

Tactics: Puhrjan is likely to sleep through almost any daytime disturbance except a bell or chime sounding in area 1, someone actually entering his complex of rooms, or an attack on Imray. In these cases, he awakens instantly. Imray, however, is quick to notice a disturbance anywhere in the ruins (mostly by virtue of his keen hearing) and awakens his master at the slightest hint of danger, though it takes the naga a round or two to wake up.

Once alerted to trouble, Puhrjan follows the tactics noted in area 5A.

Treasure: Puhrjan carries his magic items with him, in a small pack strapped behind his head. (He uses *mage hand* or *unseen servant* spells to get at the stuff inside.) Behind a loose stone near the fireplace is a niche holding two oddly cut diamonds (small, clear ovals with prism-shaped hollows) worth 100 gp each.

A Search check (DC 20) around the fireplace reveals the niche. The PCs can find the niche automatically if they pull down all the loose stone in the chamber, but this requires an hour's work.

6. Library

The walls of this roofless, circular chamber are lined with empty shelves. Empty scrollcases litter the floor along with leaves, scraps of paper, and a few rotting books. A huge fireplace dominates the southeast wall. In front of the fireplace stand two sections of a fireplace screen, separated by about a foot. The screen consists of two curtains of black iron mesh (now very rusty) held in blackened metal frames of unusual design.

Though the chamber seems empty, the treasure of Mollie McTynker lies here.

Treasure: When positioned together, the metalwork designs on the fireplace screen resemble the top half of a woman's face. The metal sockets where the eyes should be are empty. The mesh curtains resemble a veil covering the lower half of the woman's face.

Each eye socket of this fireplace screen once held a diamond. When properly assembled and placed in front of a roaring fire, these gems concentrated the firelight into two beams that converged on a flagstone on the floor. Tripping the hidden catch (Search DC 25) on this stone opens it and reveals Mollie McTynker's treasure vault. Without the converging beams of light, it's next to impossible to find the correct flagstone (Search DC 50).

The diamonds are currently in the possession of Puhrjan, who took them from Mollie's lieutenant. The naga keeps them hidden in area 5B. No other gems produce the desired effect, since these two were cut especially to focus light. The sockets in the screen are made to hold the gems at a slight downward angle.

Once the PCs open the vault, a glittering treasure awaits them: three golden bracelets (55 gp each), six small gold candlesticks (50 gp each), a gold chalice with rubies (5,000 gp), three silver chalices (75 gp each), 10 large silver candlesticks (25 gp each), a golden censer (1,000 gp), two silver censers (150 gp each), 300 pp, and a sealed silver casket. The casket is worth 100 gp all by itself. Inside lies a black velvet veil decorated with obsidian and moonstones. This veil, once worn by Mollie McTynker herself, is worth 600 gp as an art object.

ABOUT THE AUTHORS

A senior roleplaying game designer at Wizards of the Coast, Skip Williams is a game industry veteran who started behind the cash register at TSR's Dungeon Hobby Shop in 1976. He was part of the team that created the newest edition of the D&D game, was the primary author of the new *Monster Manual*, coauthor of the new *Forgotten Realms® Campaign Setting*, and is *Dragon®* Magazine's Sage. Skip is fond of old movies, old airplanes, and old books, but not necessarily in that order.

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Skip and Penny live in the Puget Sound area with their Siamese cat and several birds.